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THTR 102A.02: Introduction to Theatre Design

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THTR 102A Introduction to Theatre Design

(3 credits)

Meeting Times for section 01: Tue- Thur 9:40-11:00 SS254

Meeting Times for section 02: Tue- Thur 11:10 to 12:30 SS254

Instructor: Alessia Carpoca

Office hours: by appointment or Tue-Thur 1:00-2:00 Fri 2:00-3:00 PARTV 198

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Welcome to Introduction to Theatre Design. This class will introduce the theatre and non-theatre student to the basic elements of theatre design and drawing for theatre. By the end of the semester the student should be able to demonstrate:

- 1: The ability to understand a text and its characters and to create and draw visual images for the stage from it.
- 2: The ability to communicate his/hers vision of a play to other members of a creative team.
- 3: The ability to sketch basic design ideas.
- 4: The ability to speak with other theatre people using the right terminology.
- 5: Ultimately to gain a deeper appreciation and understanding of all performing arts and of how a creative team of designer can contribute to the success of a performance.

Class format: Lecture in-class and out-of-class projects, presentations of individual and collaborative work. The class has a course supplement using [UM Online Moodle Website](#). The syllabi, readings, assignments, research materials, e-mail and contact info of the entire class will be in it. **It is your responsibility to use Moodle the same way you will use a course package.** Keep in mind that in Moodle this class is divided in modules, Costume Design, Scene Design, and Lighting Design ect. The modules are in order with the timeline of the class, to find what you should be reading or working on each week, first look at the date in this syllabus and then you will be able to figure out which module you should look at.

Class Policies:

1. I'm requesting that you assist me in maintaining the best space possible for interaction and learning. Disruptions to this positive and safe atmosphere will not be tolerated. To that end, cell phones should be turned off or (if absolutely necessary) taken immediately out of the room if it rings. Do not talk during class unless you are contributing to the discussion. Common sense and common courtesy will enable you to participate fully in this class and for the class as a whole to move forward.
2. Class attendance is your responsibility. Your grade will drop 20 points for each absence after 3 unexcused absences. Tardiness is annoying and not tolerated in professional situations and I request that you be on time. Also, if you must leave class early please inform me prior to the start of class.
3. Your classmates and your teachers cannot read your mind. It is your right and responsibility to share your ideas, questions and needs with your colleagues in the classroom.
4. The instructor will make any effort to accommodate students with disabilities. Please talk to me.
5. Any work not turned in will be assigned zero points rather than an F grade. Work turned in late will be downgraded by 5 points for each week (if worth 25 or 50 points and by 10 points if worth 100)
THERE IS NO EXTRA CREDIT WORK FOR THIS CLASS.
6. All written projects must be typed. **Un-typed work will not be accepted.**
7. **Each student will be responsible for submitting homework through Moodle. Exceptions will be made only for drawings, renderings and models.**

The University of Montana assures equal access to instruction through collaboration between students with disabilities, instructors, and Disability Services for Students (DSS). If you think you may have a disability adversely affecting your academic performance, and you have not already registered with DSS, please contact DSS in Lommasson 154. I will work with you and DSS to provide an appropriate accommodation.

Academic Misconduct and the Student Conduct Code

All students must practice academic honesty. Academic misconduct is subject to an academic penalty by the course instructor and/or disciplinary sanction by the University. All students need to be familiar with the Student Conduct Code. The Code is available for review online at http://life.umt.edu/vpsa/student_conduct.php.

There is inherent risk involved in many Theatre & Dance classes as they are very physical in nature. Please proceed through class, shop time, or rehearsal with caution. Always be mindful of your personal safety and the safety of others. Students participating in class/shop/rehearsal/performance do so at their own risk. Due to safety considerations, at no point during a student's time spent in class or serving on a production (in any capacity) should non-enrolled persons be guests of that student **without my consent**. Presence of such unauthorized persons in a class, shop, or any backstage/off-stage area will negatively affect a student's grade. All Theatre & Dance students must have an in-depth knowledge of the practices and procedures outlined in the School of Theatre & Dance *Student Handbook*. The *Handbook* is available online at <http://www.umt.edu/theatredance/about/handbook>.

All required reading materials are available online:

Play 1 "The Shape of Things" by Neil LaBute

Play 2 "Present Laughter" by Noel Coward

Grading:

Assignments are due on the date given on the course outline.

Here is what I will look for when grading, in order of priority:

- 1) Did you complete the entire assignment?
- 2) Did your work show signs of improvement from start to finish?
- 3) Did you follow instructions as well as you could?
- 4) How "good" is your work compared to: your other work in class, others' work in this class

You will earn points rather than letter grades for your projects. At the end of the semester points will be translated into letters following the university guidelines.

Late work for the final critique project will not be accepted (Critique Paper 3, due to my office by Dec 10th by 12 pm) Please make sure to remember this deadline and if in doubt ask me in class or by email before finals. There will not be any extra credit for this class.

Grade Weight:

		Due date	Points
Assignment 1	Costume Design. Homework assignment 1: Understanding period.	Sep 10	50
Assignment 2	Costume Design. Homework assignment 2: Mood board	Sep 17	50
Assignment 3	Costume Design. Homework assignment 3: Costume Design for Play 1	Sep 24	100
Test 1	<i>Costume Design</i>	Oct 1 by 9am	50
Critique Paper 1	Critique the Costume Design for the play <i>Avenue Q</i>	Oct 15 by 9am	50
Assignment 4	Set Design. Homework Assignment 4: Analyze scenery elements.	Oct 8	50
Assignment 5	Set Design. Homework Assignment 5: Scale Ground Plan.	Oct 22	50
Assignment 6	Set Design. Homework Assignment 6: Perspective Sketch.	Oct 24	50
Assignment 7	Set Design. Homework assignment 7: Scene design for Play 2	Oct 31	100
Test 2	<i>Set Design</i>	Nov 5th by 9am	50
Critique Paper 2	Critique the Scene Design for the play <i>Distracted</i>	Nov 07 by 9am	50
Assignment 8	Lighting Design. Homework Assignment 8: Film Lighting response	Nov 12	50
Assignment 9	Lighting Design. Homework Assignment 10: Lighting concept	Nov 19	50
Assignment 10	Lighting Design. Homework Assignment 11: Lighting Design for Play 2	Dec 5	100
Test 3	<i>Lighting Design and Collaboration</i>	Dec 10 by 9am	50
Critique Paper 3	Due to my office by Dec 10 by 12pm PARTV Building Room 198 in the box in front of the door. Final review paper on all design aspects	Dec 10 by 12pm	100
Total:			1000

Critique Paper 1 will require you to answer to 3/5 questions on the costume design for *Avenue Cue*, October 1-5, 8-12 at 7:30PM (Montana Theatre)

Critique Paper 2 will require you to answer to 3/5 questions on the scene design for *Distracted*, October 22-26, 29-2 at 7:30PM, (Masquer Theatre)

Critique Paper 3 should review *Angels in America*, November 19-23 and 3-7 at 7:30PM (Montana Theatre) and focus on **scenery, costume and lighting design** (3 to 5 pages).

You could also see the *Dance Up Close* December 3-7 at 7:30P, also on December 7 at 2P (Masquer Theatre) and use it as **Critique Paper 3**.

Tools & Materials List (all available at the bookstore in the UC)

- Soft pencils (2B)
- Erasers (kneaded grey) and sharpener
- Pastel pencils (Generals 12 box around \$11.00)
- A decent sketchpad bigger than 8.5 x 11 inches for class exercises.
- Stump Blender
- Sobo craft glue or elmers glue
- 18" Straight edge ruler (a metal one will be better)
- Scissors
- X-acto knife with blade n.10
- Masking tape
- *1 or 2 sheets of black, 1/8" thick, foam core for scene design project (will discuss size in class)*

Course Schedule:

Please note that this may change due to a variety of circumstances, large-scale changes will result in the issue of a new schedule, and minor alterations will be handled in class. How to read this schedule:

Column 1 from the left (date)

Column 2 what we will be doing in class on that date

Column 3 what you should be doing as homework at home

Column 4 maximum amount of points you will gain when you turn in assignments on time

Date	Topic	Assignment / Activity	Points
8/27	Introduction, syllabus, <i>Lecture Day 1: Design and Production Jobs</i> . Drawing on the Right side of the Brain.	Read <i>Design and Production Jobs</i> and <i>The Production Process</i> on Moodle under QUIZ also today's lecture is in Quiz	
8/29	<i>Lecture: Costume Design 1</i> 9 Classification of characters. <i>Cinderella Project</i>		
9/03	<u>Character Sketch Treasure Hunt (Bring a digital camera to class if you have one...)</u>		
9/05	<i>Lecture: Costume Design 2</i> . Research materials. Class exercise: period and shapes	Homework assignment 1: Understanding period. Due on Sept 10th by 9am.	
9/10	<i>Lecture: Costume Design 3</i> . Elements and Principles of visual language. Class exercise emotions, mood and fabric <u>Homework assignment 1: Understanding period</u>	Homework assignment 2: Mood board. Due on Sept 17th by 9am	50
9/12	<i>Lecture: Costume Design 4</i> (Costume project) Reading a play, making notes finding a concept Class exercise on 3 concepts	Read <i>The Shape of Things</i> by Sept 17 th . Homework assignment 3: Costume design. Due on Sept 26 th by 9am	
9/17	Discussion on <i>The Shape of Things</i> . Work on refining concept and research <u>Homework assignment 2: Mood board.</u>	Read <i>The Costume Designer</i> on Moodle under Costume Design, work on research for <i>The Shape of Things</i>	50
9/19	<i>Lecture Day 6: Costume Design 5</i> Costume Renderings and Line Drawings Class exercise on line drawing	work on sketching for <i>The Shape of Things</i>	
9/24	Work day on rendering	work on 2 costume renderings for <i>The Shape of Things</i>	

9/26	Homework assignment 3: Costume design Theatre Terminology. <u>Class meets in the lobby of the Montana Theatre please do not wear high heels or flip flops</u>	Read <i>The Costume Designer</i> on Moodle under Costume Design, readings then take TEST 1 Costume Design on Moodle by 9am on OCT 1st	100
10/01	TEST 1 Costume Design take by 9am <i>Lecture: Scene Design 1</i> Class exercise on theatre parts	Read item 4 and 5 in Stage Terminology (Readings) and <i>The Physical Stage and Auditorium</i> in Scene Design (readings)	50 online test
10/03	<i>Lecture: Scene Design 2</i> Realism versus abstraction. Primary and secondary research for set. Class exercise on theatre types and shows	Homework Assignment 4: Analyze scenery elements. Due by Oct 8th by 9am. Also read “Present Laughter” on Moodle under Scene Design, Readings by Oct 10th.	
10/08	Found Spaces Treasure Hunt (Bring a digital camera to class if you have one...) Homework Assignment 4: Analyze scenery elements.	Research images for “Present Laughter” (you do not need to turn them in or specify sources...)	50
10/10	<i>Lecture: Scene Design 3(Sketching)</i> Discuss “ Present Laughter ” Class exercise on reading for clues	Homework Assignment 5: Scale Ground Plan. Due on Oct 22nd. Also write concept statement and scenery needs for “Present Laughter”	
10/15	<i>Lecture: Scene Design 4 (perspective)</i> Step by step set Design perspective sketch <u>Critique Paper 1 due</u>	Homework Assignment 6: Perspective Sketch. Due on Oct 24 th .	50
10/17	Work day on perspective sketch	Gather materials for model building and finish set sketch	
10/22	<i>Lecture: Scene Design 5 (model building)</i> Homework Assignment 5 Principles of composition and visualization of space.	Gather materials for model building and finish set sketch	50
10/24	Homework Assignment 6 Model building: bring foam core, x-acto knife, metal ruler and pencil to class.	Start working on model for Homework assignment 7: Scene design.	50
10/29	Work day on model		
10/31	Homework assignment 7: Scene design. <u>Class meets in the lobby of the Montana Theatre</u>	Read <i>The Set Designer</i> on Moodle in Scene Design (Readings) and take TEST 2 on Scene Design on Moodle by 9am on Nov 5th	100
11/05	TEST 2 on Scene Design <i>Lecture: Lighting Design 1</i> Basics of Lighting Design: visibility, direction, mood.	Homework Assignment 8: Film Lighting response. Due on Nov 7th	50 online test
11/7	<i>Lecture: Lighting Design 2</i> Color, mood and fabric <u>Critique Paper 2 due</u>		50
11/12	<i>Lecture: Lighting Design 3</i> Concept and paper work. Discuss lighting for Play 2 Homework Assignment 8: Film Lighting response.	Read <i>The Lighting Designer</i> on Moodle in Lighting Design (Readings) Develop a lighting concept and a list of necessities Homework Assignment 9: Lighting concept. Due Nov 19	50
11/14	<i>Lecture: Lighting Design 4</i> Lighting your specific set. Develop a Light Plot	Work on Light Plot	
11/19	Homework Assignment 9: Lighting concept Portfolio and presentation tools and skills Make a storyboard. Light and Shadow Sketch exercise	Read Drawings of "dramatic moments" and Light and Dark Studies of a "simple set" and look at the examples	50
11/22	<i>Lecture: Lighting Design 5 (projections)</i> Gobos exercise		
11/26	NO CLASS		
12/03	Collaboration lecture and exercise		
12/05	Work day on Homework Assignment 10: Lighting Project due by the end of the class period		100

12/10	Final project: Critique Paper 3 and final online TEST 3 on Lighting Design	Due to my office by Dec 11th by 12 pm. PARTV Building Room 198 in the box in front of the door.	100 50
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